WOW!! My Students are Collaborating Via Video Conferencing

Dr. Susan A. Lancaster FETC Session 556

http://www.susanlancaster.net

12:30 pm - 1:25 pm Wednesday, February 2, 2011

Interactive Video Conferences



- 1. Are you looking for engaging activities?
- 2. Do you want to create an authentic audience?
- 3. Are you interested in forming collaborative partnerships?
- 4. Do you want your students to ask real questions to real experts?
- 5. Do you want your students to meet and ask questions of real authors?



NETS Teacher Standards

- Facilitate and Inspire Student Learning and Creativity
- Design an Develop Digital-Age Learning Experiences and Assessment
- 3. Model Digital-Age Work and Learning
- Promote and Model Digital Citizenship and Responsibility
- 5. Engage in Professional Growth and Leadership

NETS Student Standards

- 1. Creativity and Innovation
- 2. Communication and Collaboration
- 3. Research and Information Fluency
- 4. Critical Thinking, Problem Solving, and Decision Making
- 5. Digital Citizenship
- 6. Technology Operations and Concepts

What Can We See With Interactive Video Conferencing?



What Can We Hear With Interactive Video Conferencing?







What Can We Learn With Interactive Videoconferencing? **Everything!**









WEG-STLP Collaboration

http://i2.ky.gov/educators/



MegaDeaf Conference

http://i2.ky.gov/educators/





Where in Kentucky?

http://i2.ky.gov/educators/















Why Interactive Video Conferencing?

- 1. Do you want your students to learn more?
- 2. Want to make new contacts?
- 3. Want to meet international collaborative partners?
- 4. Want to have some fun?



February 24, 2011

- Megaconference Jr., now in its 8th year, is a project designed to give students in elementary through secondary schools around the world the opportunity to communicate, collaborate and contribute to each other's learning in real time.
- Megaconference Jr. is open to K-20 classrooms all around the world.
- It is designed to be "student-driven" thus we encourage students to do the planning and presenting on their own, with support from their teachers to help them through the process.

Megaconference Jr.

Megaconference Jr. An Event for and by Students of the World



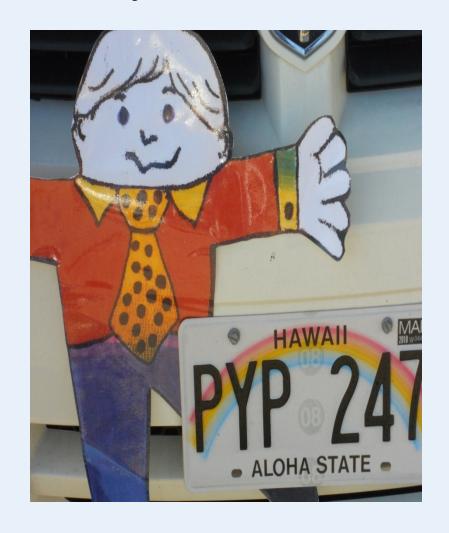




- Student-led international Megaconference
- Focus on Language, Culture, Regional Issues
- International Distributed Teams of students in program content, developing partnerships, and technical support
- 16 countries, 30 states participated, hundreds of schools

Flat Stanley

- Incorporate the story book of Flat Stanley, a young man's travels
- Classes collaborate using Social Studies themes of location, movement, cultural events, etc.
- Classes participate in video conferences on these themes



alex's virtual lemonade stand project

- 2 week fundraiser/awareness event for Alex's Lemonade
- Project is co-developed with Alex's Lemonade and Lower Merion School District
- Kick-Off Videoconference Spirit Rally
- Culminating Videoconference Project Sharing
- A variety of curriculum-related special projects

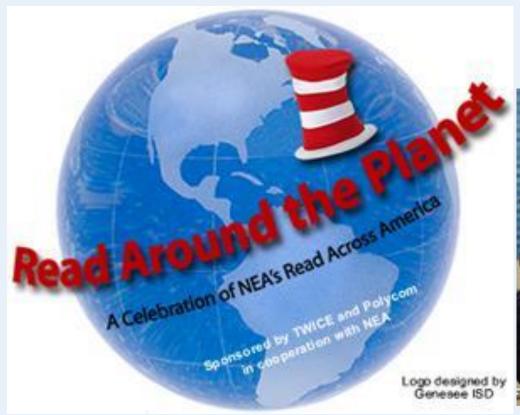




http://www.magpi.net/programs/alexslemonade.html

Read Around the Planet

http://projects.twice.cc/?l=event&eventid=285



Happy Birthday, Dr. Seuss



TWICE Collaborations

http://projects.twice.cc/





CAPspace, a portal for videoconference projects

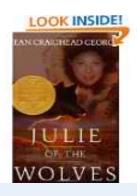
Y INTERACTIVE CONNECTIONS IN EDUCATION

Where Do You Want to Go Today?

- •A collaborative videoconference project gives you and your students an opportunity to learn with another school or classroom.
- •CAPspace is a social networking tool for educational videoconferencing.

 There are currently 8436 educators from 34 countries registered with CAPspace
- •**Login** to find colleagues and schools interested in collaborative videoconference (H.323 and H.320) projects.
- •Create and advertise your own collaborative videoconference projects to educators around the world. CAPspace also provides registration for collaborative events and projects such as TWICE's Read Around the Planet.





ASK

http://www.twice.cc/ASK/index.html



- March 29 ASK Specialist: Julie of the Wolves with the Buffalo Zoo
- April 19 ASK Author: Old Cricket with Lisa Wheeler

CILC

www.cilc.org

Center for Interactive Learning and Collaboration



- Content Broker for All content areas
- Database to sort by content, partner, cost
- Collaboration postings
- Content Providers

CILC Content Providers

http://www.cilc.org/pdfs/content providers.pdf

A list of nearly 200 content providers offering over 1,200 programs.





Photo courtesy of Space Center Houston

Content Providers on CILC.org

ACT Out Ensemble

Adler Planetarium and Astronomy Museum

Adora Svitak

Adventures In Medicine & Science (AIMS) Program of

Saint Louis University

AGM-College Advisors

Alaska Seal ife Center

Cooperating School Districts New Links to New Learning

Cook Children's Medical Center

COSI Columbus

Cranbrook Institute of Science

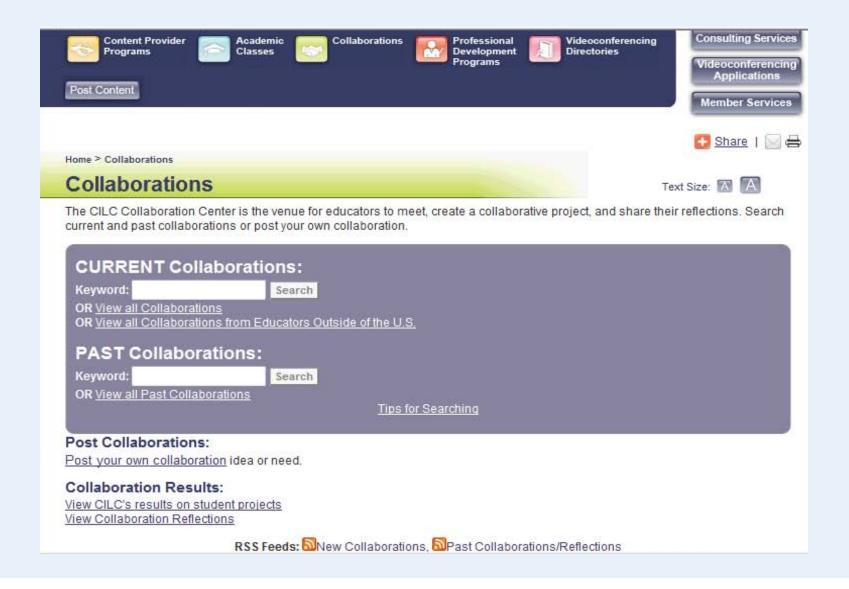
Create Great Health

Denver Museum of Nature & Science

Discovery Center of Springfield

CILC Collaborations

http://www.cilc.org/c/community/collaboration_center.aspx



CILC Kids Creating Community Content (KC3) Contest

http://www.cilc.org/pdfs/KC3 Flyer.pdf

Now in its fourth year TANDBERG and CILC have partnered on this engagin g project featuring middle and high teams researching, developing and presenting community content through various technologies and connecting classes world-wide through videoconferencing.





Kids Creating Community Content (KC3) Contest



COSI

www.cosi.org

http://www.cosi.org/educators/videoconferencing/





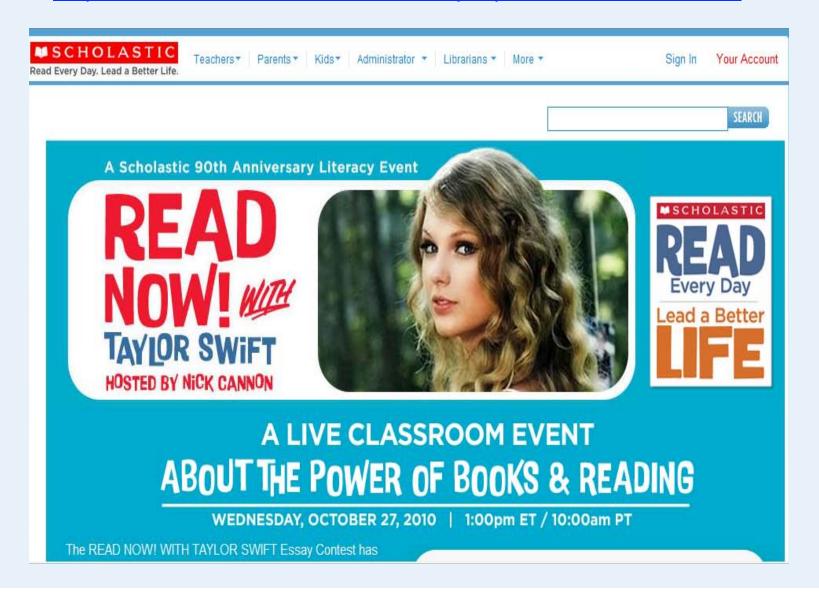
America's Biggest Bedtime Story

http://www.bookitprogram.com/bedtimestory/



READ Now with Taylor Swift

http://www.scholastic.com/readeveryday/readnowcontest.htm



Content Providers

- National Park Service
 - Everglades National Park
 - Biscayne National Park
- NASA
 - Careers in STEM
 - Solids, Liquids and Gases
- Cleveland Museum of Art
- Manhattan School of Music

Everglades National Park

http://www.nps.gov/ever/forteachers/distancelearningopportunities.htm





 Reptiles and Amphibians of Everglades National Park

Teachers are invited to have their students explore all things scaley and slithery in our online e-field trip. Students will have the opportunity to view an interactive slide presentation showcasing some of our most intriguing residents. They'll even have the chance to e-mail questions to our rangers! Simply click here to register-- the program is absolutely **free**!

Biscayne National Park

http://www.nps.gov/bisc/forteachers/distancelearningopportunitie

- Biscayne National Park is a great place to come on a field trip or to explore on your own, but not everyone lives close enough to get to the park. So what's the next-best thing? How about a virtual visit? There are two electronic field trips available:
- Wreck Ashore! Electronic Field Trip
- Join underwater archaeologist and park ranger Brenda to explore Biscayne's shipwreck heritage. Where were the ships coming from? What were they carrying?

Why are there so many shipwrecks in the park? You'll discover the answers to these questions and more in this interactive experience. Click here to get started!



- Ranger Maria guides you on an exploration of mangroves, seagrasses and coral reefs in this virtual underwater adventure. Discover the park's four primary ecosystems, how they are related, and why they are important to people.

 Teacher materials are available for this experience. Click here to get started!
 - Junior Ranger! Electronic Field Trip
- Accompany Biscayne National Park visitors
 Penny and Ryan as they embark on a
 journey to become Junior Rangers. Follow
 them on a scavenger hunt, an exploration
 of the mangroves, and a trip to the coral
 reef. This virtual field trip was created in
 cooperation with WPBT's Channel 2
 KidVision VPK program



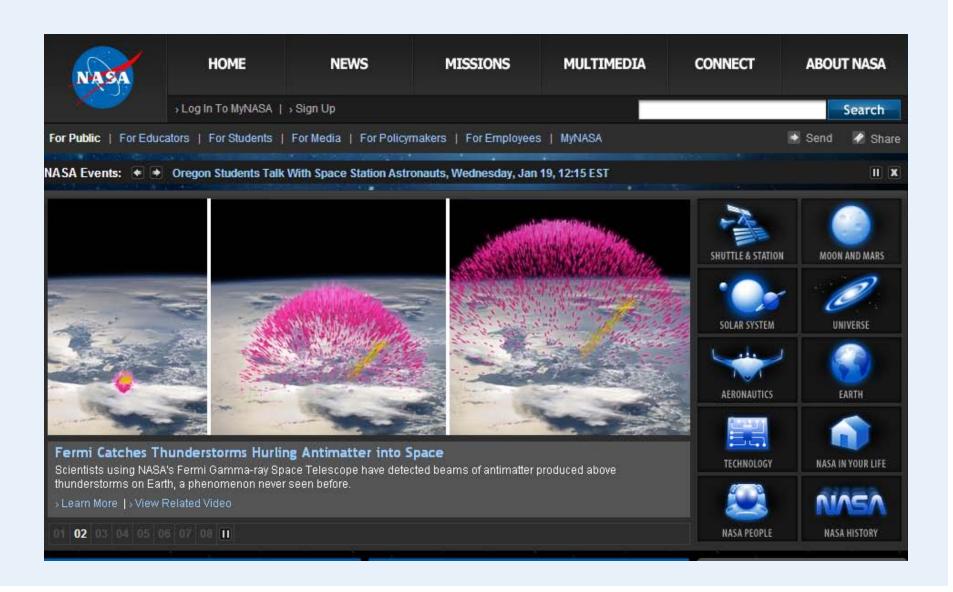
National Park Locations

- <u>Badlands National Park</u>, SD
- Biscayne National Park, FL
- Black Canyon Of The Gunnison National Park, CO
- Brown v. Board Of Education National Historic Site, KS
- <u>Carl Sandburg Home National Historic Site</u>,
 NC
- <u>Central High School National Historic Site</u>, AR
- <u>Chamizal National Memorial</u>, TX
- Curecanti National Recreation Area, CO
- <u>Death Valley National Park</u>, CA,NV
- <u>Ellis Island National Monument</u>, NJ,NY
- Everglades National Park, FL

- Gateway National Recreation Area, NY,NJ
- Grand Canyon National Park, AZ
- Great Smoky Mountains National Park, NC,TN
- Homestead National Monument of America, NE
- Hovenweep National Monument, CO,UT
- Independence National Historical Park, PA
- Kenilworth Park & Aquatic Gardens, DC
- Minuteman Missile National Historic Site,
 SD
- Palo Alto Battlefield National Historical Park, TX
- <u>Sitka National Historical Park</u>, AK
- Stones River National Battlefield, TN

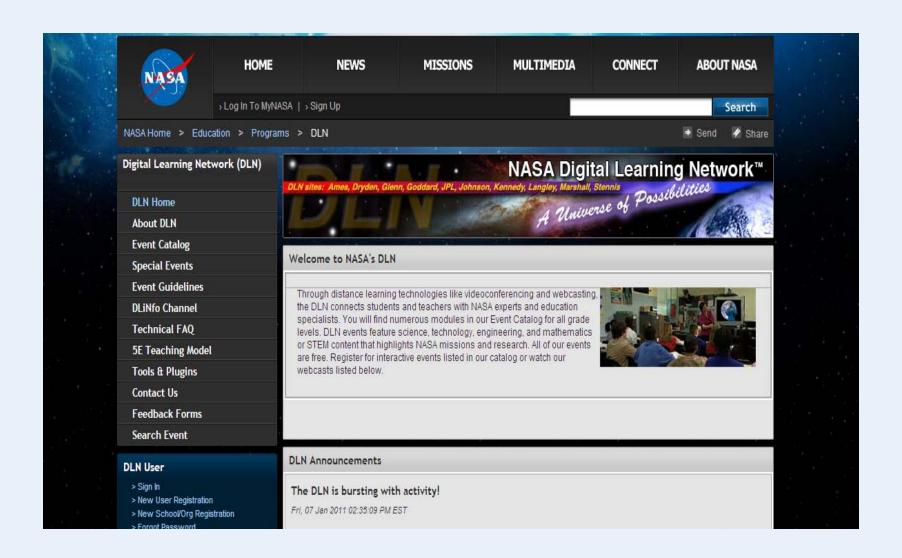
NASA Distance Learning Network

http://www.nasa.gov/home/index.html



NASA Distance Learning Network

http://www.nasa.gov/offices/education/programs/national/dln/index.html





JASON

http://www.jason.org



Cleveland Museum of Art

http://www.clevelandart.org/learn/distance%20learning.aspx



Rock and Roll Hall of Fame

http://rockhall.com

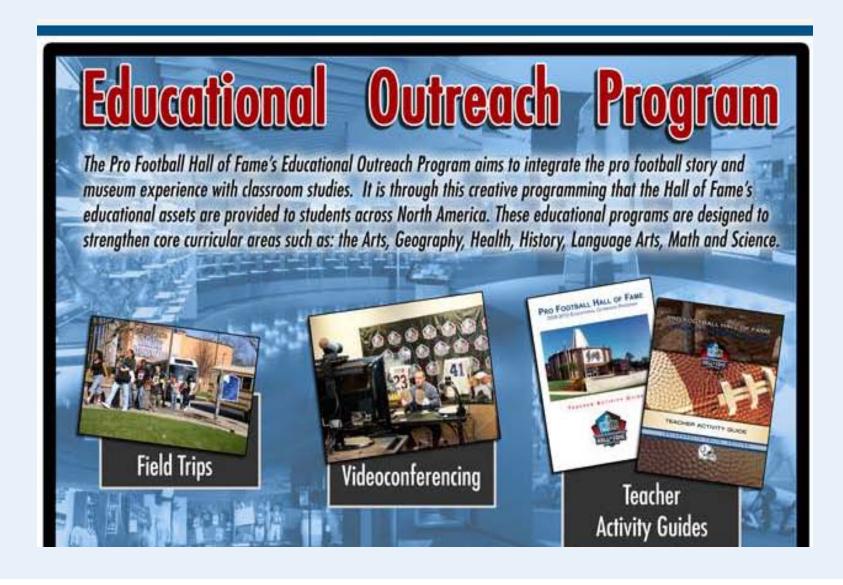


Rock and Roll Hall of Fame
Educational programs
which bring popular
culture into the
classrooms for
grades 4-12.



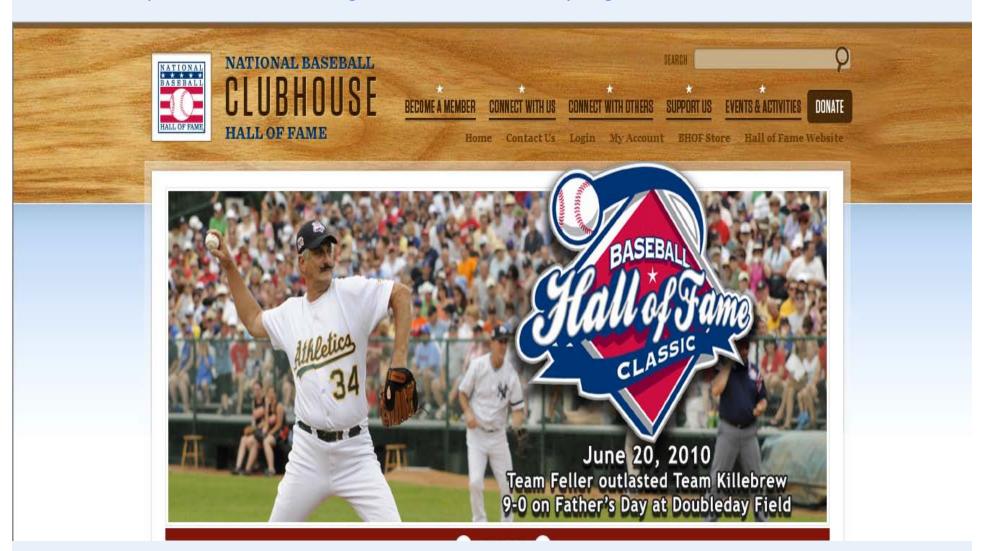
Pro Football Hall of Fame

http://www.profootballhof.com/education/



National Baseball Hall of Fame

http://baseballhall.org/education/school-programs/videoconferences



Manhattan School of Music

http://dl.msmnyc.edu/





MAGPI

http://www.magpi.org

MAGPI

They have access to more than 100 MAGPI-produced interactive video programs each year. Students and teachers take advantage of multimedia files and learning objects through digital library repositories, create their own virtual words and use remote scientific instruments - - all without leaving their classrooms. K12 schools on the MAGPI network participate in interactive video exchanges in real-time - with their students' peers, content providers or experts from anywhere in the world.

 K12 students and teachers are creating unprecedented opportunities for inquiry-based learning by expanding the geographic boundaries of their classrooms - virtually and cost effectively

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The Virtual School @ Vanderbilt University

http://www.vanderbilt.edu/virtualschool/index.htm

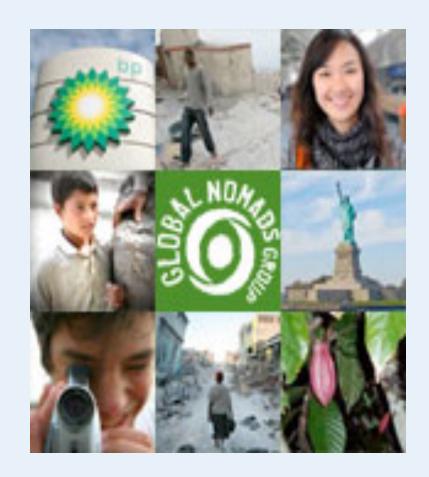


Global Nomads

http://www.gng.org/home.html

Global Nomads Group creates education programs and media about global issues for youth.

Using interactive technologies young people from around the world learn about and discuss the global issues that affect their lives.



QUESTIONS? COMMENTS?

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Suggestions for Success Interactive for Video Conferencing

1. Technical testing, testing, testing

2. Interactivity

3. Content and Objectives

4. Preparation

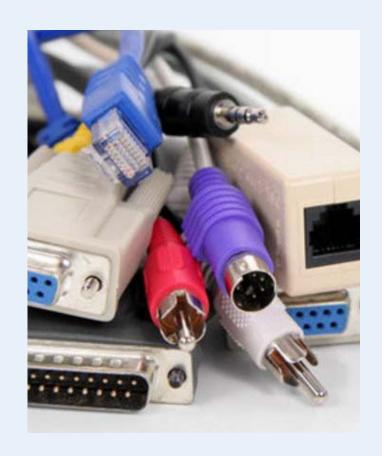
Notify all participants of the date, time and duration of the conference.



Determine the correct time and time zone information to avoid conflicts



Make sure everyone has the tools to successfully participate in the videoconference.



In advance, conference participants should participate in a technical test.



In advance, provide any printed materials or documents needed.



Prepare The Room - Quiet on the set!

Participants should prepare his/her space to minimize interruptions such as phones, messaging devices and/or interruptions from co-workers.



Prepare The Room - Quiet on the set!

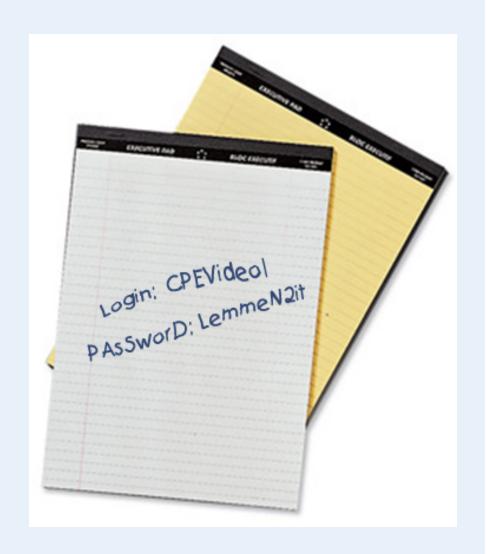
Turn off your cell phone.

Turn off your desk phone

 Turn off and put away other devices that might beep, buzz, or burst into song.



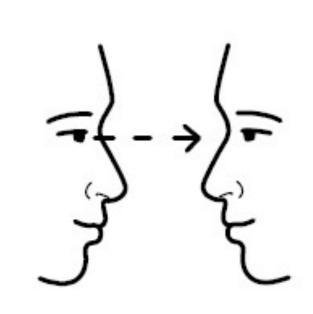
In advance, provide any login information or conference codes to attendees.



Eye Contact

While speaking, make eye contact with the camera throughout the session.

When reading, look up every 5-10 seconds, to look at the camera.



Speaking

Speak a little bit louder and a lot slower than you normally would do with a friend.

Practice speaking along with a news anchor while watching television.



Speaking

Mute your microphone when you are not speaking.

Remember to un-mute, when you speak.



Identify Yourself

Consider posting an introductory slide to welcome and/or educate and update your attendees while they are joining your event.



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